

## CLAIMS

What is claimed is:

1. A gaming device, comprising:

(A) a skill game device, the skill game device being configured to allow a player to  
5 play a game and to use skill to influence an outcome of the skill game, the skill  
game device comprising:

(a) an input device, the input device being configured to allow a player to  
input information into the skill game device to influence the outcome  
of the skill game;

10 (b) a skill game display device, the skill game display device being  
configured to display the outcome of the skill game;

(B) a processor in communication with the skill game device, the processor being  
configured to randomly determine a prize and to determine a multiplier, the  
product of the outcome of the skill game and the multiplier being equivalent to  
15 the prize;

(C) a prize display in communication with the processor, the prize display being  
configured to display the prize; and

(D) a multiplier display in communication with the processor, the multiplier  
display being configured to display the multiplier.

20 2. The gaming device of claim 1, further comprising a game apparatus, the game  
apparatus being configured to allow a player to place a wager and play a game of  
chance having an outcome.

3. The gaming device of claim 2, wherein the outcome of the game of chance is independent of the outcome of the skill game.
- 5 4. The gaming device of claim 2, wherein outcome of the game of change may comprise a bonus event, wherein the skill game device is enabled when a bonus event occurs.
5. The gaming device of claim 1, wherein the skill game display device comprises a container, and at least one ball is movably positioned inside the container.
- 10 6. The gaming device of claim 5, wherein the skill game display device comprises an agitator, the agitator being adapted to mix the balls inside the container, at least a portion of the balls having at least one indicia appearing on their exterior surface.
- 15 7. The gaming device of claim 5, wherein the skill game display device further comprises a hoop and a sensor in connection with the hoop, the sensor being adapted to detect a number of times the ball passes through the hoop.
- 20 8. The gaming device of claim 5, wherein the skill game display device further comprises a playing field and a sensor, the playing field having at least one target area, the sensor being adapted to detect number of times the ball lands in the target area.

9. The gaming device of claim 5, wherein the input device comprises a joystick, the joystick being in communication with a crane displayed within the skill game device, the crane having a jaw, the jaw being configured to grab a ball, the joystick being configured to move the crane towards a ball, the joystick also being configured to allow the jaw to grab a ball.
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10. The gaming device of claim 5, wherein the input device comprises a launcher, the launcher being adapted to place the ball in projectile motion when the launcher is activated.
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11. The gaming device of claim 10, wherein the input device further comprises a joystick, the joystick being in communication with the launcher, the launcher being positionable in a plurality of positions, the joystick being configured to control the position of the launcher.
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12. The gaming device of claim 1, wherein the skill game display device comprises a video display, the video display being configured to show at least one indicia.
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13. A gaming device comprising:
- (A) a random number generator;
  - (B) a skill game device configured to allow a game player to play a game, the skill  
5 game having a skill game outcome, the skill game outcome being shown to the  
game player, wherein the skill game outcome may be influenced by the player;
  - (C) a processor in communication with the random number generator, the  
processor configured to randomly determine a prize, the processor further  
adapted to calculate a multiplier, the multiplier being the quotient of the prize  
10 divided by the skill game outcome; and
  - (D) a display in communication with the processor and the skill game device, the  
display being adapted to show the prize and the multiplier.
14. The gaming device according to claim 13, wherein the skill game device comprises a  
15 target game, the skill game outcome being at least partially based on the number of  
times the game player hits the target.
15. The gaming device according to claim 14, the target having a plurality of value areas  
having a plurality of values, wherein the skill game outcome is based on value of the  
20 area of the target the player hits.
16. The gaming device according to claim 13, wherein the skill game device comprises a  
basketball game, the skill game outcome being at least partially determined by the

number of times the game player makes a basket.

17. The gaming device according to claim 13, wherein the skill game device comprises a baseball game, the baseball game comprises a home run area, the skill game outcome  
5 being at least partially determined by the number of times the game player hits a home run.
18. The gaming device according to claim 13, wherein the skill game device comprises a crane game, the crane game comprising a crane and at least one object that may be  
10 picked up by the crane, the skill game outcome being at least partially determined by the indicia shown on an object that is picked up by the crane.
19. The gaming device according to claim 13, wherein the skill game device comprises a video display.  
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20. The gaming device according to claim 19, wherein the multiplier and the prize are shown on the video display.
21. The gaming device according to claim 13, further comprising a sensor in  
20 communication with the processor, the sensor being adapted to sense the skill game outcome.
22. The gaming device according to claim 21, wherein the sensor comprises an optical

sensor.

23. The gaming device of claim 21, wherein the sensor comprises an inductance sensor.

5 24. The gaming device of claim 21, wherein the sensor comprises a frequency sensor.

25. The gaming device of claim 24 wherein the frequency sensor comprises a radio frequency identification tag sensor.

10 26. The gaming device according to claim 13, further comprising an input device in communication with the skill game device, the input device being adapted to allow the game player to influence the skill game outcome.

15 27. The gaming device according to claim 13, wherein the game player is presented with the illusion that that game player is influencing the selection of the prize.

28. The gaming device of claim 13 further comprising:

- (A) at least one ball within the skill game device;
- 20 (B) a hoop moveably positioned within the skill game device, the hoop configured to allow a ball to pass through the hoop; and
- (C) a player input device in communication with the hoop, the player input device configured to allow a player to selectively position the hoop.

29. The gaming device of claim 28 wherein the hoop further comprises a net.
30. The gaming device of claim 28 further comprising a ball dispenser located within the  
5 skill game device, the ball dispenser configured to project balls above the hoop.
31. The gaming device of claim 30, further comprising a ball return mechanism adapted  
to return balls dispensed from the ball dispenser back to the ball dispenser.
- 10 32. The gaming device of claim 28 further comprising a plurality of balls, wherein at least  
a portion of the balls may influence the skill game outcome, wherein at least a portion  
of the balls comprise identification means for identifying the ball.
33. The gaming device of claim 32, further comprising a sensor area comprising a sensor,  
15 wherein the identity of balls comprising identification means may be ascertained.

34. A method of playing a game comprising, not necessarily in the order shown:
- (A) determining a prize;
  - (B) allowing a player to use skill to determine a skill game outcome;
  - 5 (C) dividing the prize by the skill game outcome to determine a multiplier;
  - (D) displaying the multiplier to the player; and
  - (E) awarding the prize to the player, wherein it appears that the prize is the product of the skill game outcome and the multiplier.
- 10 35. The method of claim 34, wherein the prize is randomly determined.
36. The method according to claim 34, wherein the prize is hidden from the player until after the player uses the player's skill to obtain a skill game outcome.
- 15 37. The method according to claim 34, further comprising:
- (A) providing a display device, the display device containing at least one display ball; and
  - (B) providing an input device, the input device being configured to allow a player to select at least one display ball.
- 20 38. The method according to claim 37, wherein the display ball comprises an indicia affixed on the display ball, the method further comprising allowing the player to manipulate the input device to select the display ball.



39. The method of claim 34, further comprising providing a game apparatus, the game apparatus being configured to allow a player to place a wager and play a game of chance, the game apparatus also being configured to produce a bonus event, wherein
- 5 steps (A)-(E) occur during the bonus event.

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40. A gaming apparatus comprising:

(A) skill game display means for displaying a skill game to a player, the skill game comprising a skill game outcome;

5 (B) player input means for allowing the player to influence the skill game outcome;

(C) processor means for randomly determining a prize and determining a multiplier, the multiplier comprising the quotient of the prize and the skill game outcome;

(D) multiplier display means for displaying the multiplier to the player.

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41. The gaming apparatus of claim 40 wherein the skill game display means comprises a variety of indicator means for displaying indicia to the player and a selection means for selecting an indicator means, the selection means in communication with, and controllable by, the player input means.

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42. A method of playing a game comprising, but not necessarily in the order shown:
- (A) determining a prize;
  - (B) allowing a player to use skill to determine a skill game outcome;
  - (C) dividing the prize by the skill game outcome to determine a multiplier;
  - 5 (D) rounding the multiplier down to the nearest integer;
  - (E) calculating the remainder of the prize divided by the skill game outcome;
  - (F) displaying the multiplier to the player;
  - (G) awarding the prize to the player, wherein it appears that the prize is the  
remainder added to the product of the skill game outcome and the multiplier.
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43. The method of claim 42, further comprising displaying the remainder to the player.
44. The method of claim 42 wherein the prize is hidden from the player until after the  
player uses the player's skill to obtain a skill game outcome.
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45. The method of claim 42 wherein the prize is independent of the skill game outcome.
46. The method of claim 42 further comprising:
- (A) providing a player input device;
  - 20 (B) allowing a player to manipulate the player input device to influence the skill  
game outcome.